IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with <u>underlining</u> and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

1. (currently amended) A graphical user interface displayed on a display and comprising a first part and a second part, <u>a</u> ~~the~~ method comprising: the first part element is automatically reoriented relative to the display in accordance with a change to orientation/location information; and allowing the second interface part to remain in a same orientation relative to the display regardless of the change to the orientation/location information.

2. (original) A method according to claim 2, wherein the first part is a first user interface element and the second part is a second user interface element.

3. (original) A method according to claim 2, wherein a user explicitly determines the change to the orientation/location information.

4. (original) A method according to claim 3, wherein the explicit determination comprises the user interactively inputting information that indicates an orientation.

5. (original) A method according to claim 2, wherein the change to the orientation/location information is determined automatically based on a spatial orientation/location change relative to the display.

6. (original) A method according to claim 5, wherein the automatic determination comprises at least one of sensing the orientation of an input device, sensing the orientation/location of a user, automatically identifying an identify of a user.

7. (previously presented) A method for setting a use orientation of a user interface displayed on a display, where the use orientation determines orientation of the display of or interaction with one or more interface elements of the user interface relative to the display, the method comprising: receiving orientation/location information corresponding to a spatial

orientation/location; changing the use orientation according to the orientation/location information; and with respect to display of or interaction with another element of the user interface, ignoring or not responding to the changing of the use orientation.

8.   (original) A method according to claim 7, wherein the one or more interface elements oriented by the use orientation comprise at least one of a marking menu, a menu, a scrollbar, a tool palette, a pie menu, a gesture widget, a toolbar, and text; and wherein the other element of the user interface comprises at least one of a menu, a scrollbar, a taskbar, an element of a user shell, an element of a window manager, and an orient-less element.

9.   (original) A method, comprising: automatically determining an orientation of a user relative to a display displaying a user interface; and automatically orienting an element of the user interface to the user, where another element of the user interface is fixed relative to the user interface both before and after the orienting.

10.   (cancelled)

11.   (currently amended) A method, comprising: interactively inputting orientation/location information representing an orientation/location of a user relative to a display displaying a user interface; and automatically orienting an element of the user interface to the user according to the inputted orientation/location information and retaining A method according to claim 10, wherein another element of the user interface is fixed relative to the user interface both before and after the orienting

12.   (currently amended) A method according to claim 1011, wherein orienting further comprises orienting user input relative to the element.

13.   (currently amended) A method of orienting elements of a user interface used by a plurality of users, the method comprising: determining which one of the users is interacting with the user interface; and automatically orienting an one of the elementselement of the user interface relative to the determined user.

14.   (previously presented) A method according to claim 13, further comprising: automatically determining that another of the users is interacting with the user interface; and

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automatically orienting the element of the user interface relative to the other determined user.

15.   (original) A method according to claim 14, wherein at least one other element of the user interface stays fixed within the user interface in spite of the orientings of the element.

16.   (original) A method according to claim 13, wherein each user has a subset of interface elements for orientation.

17.   (original) A method according to claim 16, wherein the two user interface element subsets have one or more common elements.

18.   (previously presented) A method for setting a use orientation of a user interface displayed on a display, where the use orientation determines orientation of the display of or interaction with one or more interface elements of the user interface relative to the display, the method comprising: receiving user information identifying a first user or a second user; changing the use orientation to a first value when the user information identifies the first user; changing the use orientation to a second value when the user information identifies the second user; and with respect to display of or interaction with another element of the user interface, not responding to the changing of the use orientation.

19.   (original) A method according to claim 18, wherein the one or more interface elements oriented by the user orientation comprise at least one of a marking menu, a menu, a scrollbar, a tool palette, a pie menu, a gesture widget, a toolbar, a graphics display widget, text, and a model or subject to be displayed and interactively edited; and wherein the other element of the user interface comprises at least one of a marking menu, a menu, a scrollbar, a tool palette, a pie menu, a gesture widget, a toolbar, a graphics display widget, text, a model or subject to be displayed and interactively edited, an element of a user shell, an element of a window manager, and an element that is not part of a user application.

20.   (previously presented) An apparatus, comprising: a display mapped to a user interface element having a use orientation; and a processor adjusting the use orientation of the user interface element in response to a change to a spatial orientation of a viewpoint, where the use orientation remains fixed with respect to a user orientation reference when the spatial orientation of the viewpoint has changed with respect to the user orientation reference, and the

adjusting of the use orientation and the change to the spatial orientation do not affect interaction with another user interface element.

21. (original) An apparatus, comprising: a display allowing one or more interface elements to change orientation corresponding to a change in orientation of said display with respect to a user orientation reference while one or more other interface elements remain in a fixed orientation with respect to the user orientation reference.

22. (original) An apparatus according to claim 21, wherein another interface element, that changes orientation corresponding to the change in orientation of said display with respect to the user orientation reference, comprises an interface control widget.

23. (original) A graphical user interface displayed on a display and comprising a first interface element and a second interface element, the graphical interface comprising: the first interface element which is automatically reoriented relative to the display in accordance with a change to orientation/location information; and the second interface element is allowed to remain in a same orientation relative to the display regardless of the change to the orientation/location information.

24. (new) A graphical user interface method for a display comprising a first interface part and a second interface part, the method comprising:
automatically orienting first interface part relative to the display in accordance with a change to orientation/location information; and
retaining the second interface part in a same orientation relative to the display with the change to the orientation/location information.